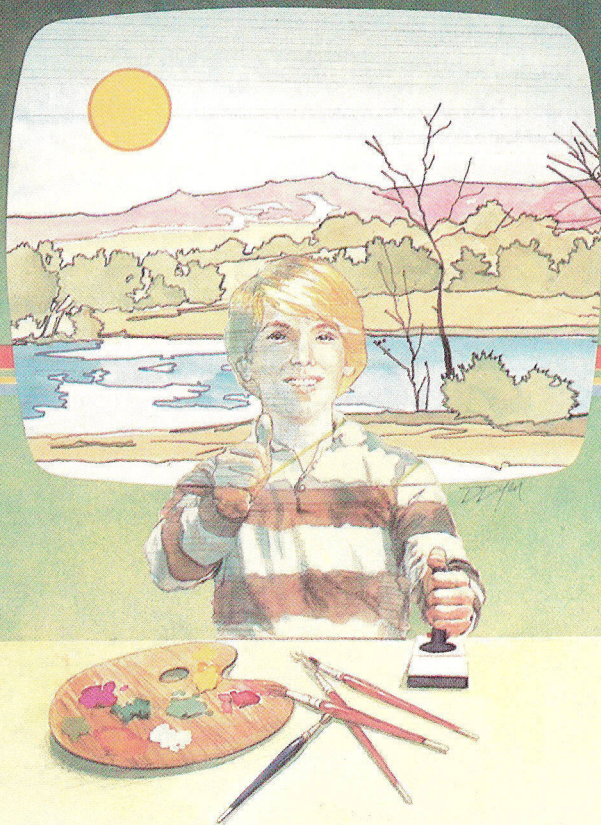


COMMODORE ARTIST

You can design beautiful line drawings, shapes, and patterns. Select your own brush size, choose different colors, repeat patterns, and save your creations on tape! COMMODORE ARTIST turns your TV or monitor into an artist's canvas, and is easily controlled using Joystick, Keyboard, or Lightpen. Computer art is fun, creative, and easy . . . with COMMODORE ARTIST.



For use with Joystick, Keyboard, and 1530 Datasette™. Lightpen Option.





VIC-1935

COMMODORE ARTIST



OPERATING INSTRUCTIONS

1. Turn your VIC-20 OFF before inserting or removing the cartridge.
2. Insert the cartridge (label side up) into the wide expansion port on the back of the computer.
3. Turn the VIC-20 ON. After a second or two, the opening title should appear on the screen. (If the title doesn't appear, turn your VIC-20 off then back on).

ADJUSTING SCREEN POSITION

To center the picture use the  and  keys. Each time you press the  key, the picture will move to the right, and when the  key is pressed, the picture will move towards the bottom of your TV screen. Keep using these two keys until you are satisfied the picture is centered within your screen. (NOTE: Once the game has begun you can not change the screen colors).

ELIMINATING SCREEN FLUTTER

On some TV sets with automatic fine tuning your screen may "flutter" up and down when using a computer or video game. To correct this, hold down the  key and hit the  key. (NOTE: Doing this with a standard TV set may cause the screen to flutter).

GENERAL DESCRIPTION

Become a Vic Van Gogh or Commodore Dali! Now it's easy with COMMODORE ARTIST. You can turn your TV screen into a master's canvas and create beautiful pictures with your own customized design. You can draw or paint in any of eight colors. When painting, you can adjust your brush to any size from a thin line to a "wash" that covers the whole screen with just one stroke. Another unique feature allows you to draw individual points, lines, circles, and shapes on your display screen. COMMODORE ARTIST can be controlled by the joystick accessory, the VIC-20 keyboard, or lightpen attachment. Some control options at your command include: creating a design on one part of your screen and copying it to another section of your picture, selecting various brush colors, and even saving designs on your Commodore 1530 DATASSETTE™. Design possibilities are limited only to your imagination, so read on, be creative, and discover your hidden talents!

COMMODORE ARTIST CONTROLS

After the title page appears for a few seconds, the display screen provides you with a short opening menu to select the type of "brush" you wish to use. COMMODORE ARTIST allows you to use any of the following as your drawing/painting tools: the joystick accessory, the VIC-20 keyboard, or the lightpen.

Let's look at a sample opening menu:

COMMODORE ARTIST

	Press
JOYSTICK	1
KEYBOARD	2
LIGHTPEN	3

Press the key with the appropriate number (for example, if you're using a joystick press the key with the number "3" on it, on the top row, leftside of your keyboard).

USING A JOYSTICK

Once you've decided which type of "brush" you want to use, a crosshairs cursor appears on the display screen (+), with the background color remaining white. Pressing the number 1 key enables you to draw/paint with your JOYSTICK accessory. The joystick moves the cursor on the screen in a way that's similar to maneuvering objects with arcade type control. Here are some hints for starting cursor movement using joystick control:

1. Pushing the joystick upwards (towards the display screen) moves the cursor up.
2. Pulling the joystick downwards (towards yourself) moves the cursor toward the bottom of the screen.
3. Shifting the joystick to the left or right moves the cursor to the respective directions, while pushing the joystick at an angle moves the cursor at that angle.

USING THE KEYBOARD

Pressing the number 2 key, enables you to use the VIC-20 keyboard to control cursor movement. This control is obtained by pressing specifically assigned single character/symbol keys on the VIC-20 keyboard. Let's look at a list of KEYBOARD control-CURSOR movement selections:

To Move The Cursor To:

	U up/left	I up	O up/right	
J left				K right
	N down/left	M down	^ down/right	

As you experiment using your keyboard for COMMODORE ARTIST control, you will find that you can design pictures having considerable detail. For instance, try drawing/painting with dots instead of continuous lines. One last note on keyboard-cursor control: Holding a direction key down for more than a moment will result in the cursor moving continuously towards the commanded direction until the depressed key is released.

USING A LIGHTPEN

Pressing the number **3** key, places lightpen control at your command. Movement of the cursor on your "canvas" is accomplished by simply placing the tip of your lightpen against the surface of the display screen while simultaneously moving the lightpen in any desired direction. One point to remember is that before taking the lightpen away from the surface of your screen, depress the release button on the base of the lightpen accessory.

OTHER CONTROL OPTIONS

Now that we are ready to draw or paint our design we need to consider the other keyboard commands necessary for selecting brush stroke size, color selection, line thickness, etc. Exercising these control options is carried out by pressing PROGRAMMABLE FUNCTION key 1 (identified by it's yellow-gold color, and located on the right hand side of your VIC-20 keyboard). Pressing function key 1 (**f1**), forwards the display screen and provides you with another menu. You can think of this menu as an artist's palette. The menu contains several options.

Let's look at a sample OPTIONS menu:

Draw	D
Paint Mode	P
Line Mode	L
Move Cursor	V
Brush Color	C
Brush Size	B
Extra Colors	X
Copy Objects	Z
Erase Screen	f6
Save or Load	S or A

This menu lets you choose from one or more of the following:

Draw — D

Pressing the **D** key gives you access to the drawing mode. The display screen appears with a blue border, white background, and located approximately at center screen is the crosshairs. Please note: When using the joystick it is not necessary to push the firebutton to activate the drawing functions.

Paint Mode — P

Pressing the **P** key enters you into a painting mode. In this mode, you can move the crosshairs anywhere on your "canvas". It will have slightly different movement depending upon whether you are using the joystick, keyboard, or lightpen.

Line Mode — L

Pressing the **L** key places you in line mode, meaning that you can create drawn or painted lines on your display screen. When using the joystick accessory you are able to move from one point to another point on your screen, and when you are ready to connect a line between your points simply push the firebutton or press the **D** key. When using your VIC-20 keyboard to place lines on the screen press the **L** key to move the cursor from point to point, and when you are ready to connect the points press the **D** key. When using your lightpen in the line mode, first press the **L** key, move the lightpen tip across the screen surface, and then press the **D** key to connect the line.

Move Cursor — V

Pressing the **V** key allows you access to the cursor movement function. You can pick-up your "brush" from the "canvas" and move the cursor to another part of the screen without drawing or painting unintentional strokes which may cause flaws in your artwork. When using the joystick accessory remember that pushing the firebutton allows you to draw in the **V** mode. Pressing the **V** key while using the VIC-20 keyboard as your "brush" acts to turn-off the line mode function.

Brush Color — C

Pressing the **C** key, you can choose between 8 different colors. To choose a particular color follows this two-step process:

1. Press the **C** key for brush color.
2. A panel of available colors will appear towards the bottom of your screen.

Select the color you want by pressing the number on your keyboard that corresponds to the number associated with the selected color. To change a color simply follow steps 1 and 2 again. Try choosing a bright color, and avoid using the background color unless you wish to erase your design.

Brush Size — B

Pressing the **B** key, you can select any brush size you desire. Your brush can be as narrow as a pencil point or as wide as the entire screen width. Once you press the **B** key, a thin line will appear at the upper left corner of your screen. To select the brush that's right for your design follow these simple steps:

For The Joystick

1. Press the **B** key.
2. Move the joystick from left to right to increase the brush stroke width. Conversely, move the joystick from right to left to decrease brush size.
3. Press the firebutton to "lock in" the brush width you want.
4. Move the joystick to begin painting.

For The Keyboard

1. Press the **B** key.
2. Press the **K** key to form a wider brush stroke, or **J** key for a narrower brush stroke.
3. Once you've set the brush width, press the **B** key a second time.
4. Now press the **P** key to begin painting.

For The Lightpen

1. Move the lightpen along the line to set the brush width.
2. Now press the **P** key to begin painting.

Extra Colors — X

Pressing the X key gives you the capability of choosing extra colors to work with. Extra colors are designed mainly for set-up purposes. They are used to set background, border, auxiliary, and character colors. The first three items are global colors, meaning that when these colors are changed, their alteration takes effect everywhere in your picture. Character colors, on the other hand, can be changed selectively without effecting other portions of your design. In addition you can choose between 2- and 4-multicolor mode. In a 4-color mode you can draw using 4 selected colors without the risk of one color bleeding into another.

When you press the X key the display prompts you with the following:

To Change Color Of:

	Now	Press
Background		1
Border		2
Auxiliary		3
Character		4
#of colors	4	5

Response to the first 4 options will switch you to the color selection panel previously discussed, and then you can select your new color scheme(s). Electing to change the number of colors (ie; from 4 to 2), can be accomplished by simply pressing the number 5 key. The change will register on the display screen.

(Please note that using the 2 color mode provides finer resolution for details, but only 2 colors can appear in any portion of the screen. In a 4 color mode horizontal resolution is cut in half, while being able to use 4 colors for your creation). Hint: To form the thinnest possible line you must be in the two color mode.

Copying Objects — Z

Press the Z key to copy objects. Here is the procedure to follow:

1. Press the Z key and move the cursor to enter the copy mode.
2. Move the cursor to the upper left of what you want the box to copy.
3. Press the Z key. You can now change the size of the box to meet your specific needs.
4. Change the dimensions (length and width) of the box by moving the cursor. For instance, move the cursor right to make the box wider. Move it to the left to make it narrower.
5. When the box is just the way you want it press the Z key again.
6. Move the box to where you want the design copied on your screen using your standard cursor control(s) and press the Z key. Your copy will be generated automatically.
7. When you're finished making copies, press function key f1 to stop.

Erasing the Screen — f6

Press the f6 function key (<shift> + f5), to erase the whole screen. This comes in handy when you feel that you want to re-design a picture.

Save or Load — S or A

After “putting down your brush”, you may want to save your design to work on at a later time, or you may want to share your creations with others. Let’s see how the **save** feature is used when storing pictures on your 1530 DATASSETTE™.

Press the **S** key to save your pictures. Your VIC-20 will respond with the following prompt:

press record & play on tape
ok
saving

To **load** your designs after selecting the save option, simply press the **A** key. The following prompt will appear:

press play on tape
ok
searching
found unit (number/character)
loading

Your creations will appear on the display screen, and you will be able to refine your design(s).

HELPFUL HINTS

For technical drawing requiring detail, use the 2 color mode. Since each portion of the screen can only have one character color at a time, you may find that one color overlaps another. In this case, the color you are currently using will replace the previous color. Character size is such that it’s twice as tall as it is wide. Therefore, character colors run 20 characters across and 10 characters down, to fill an entire screen. A good technique for using COMMODORE ARTIST is to lay in large blocks of character color to prepare a background. Then proceed to draw using the background, border, and auxiliary colors. This method can prevent color overlaps from interfering with your designs.

So put on your beret, you won’t need a paintsmock, and let your artistic creativity shine bright, with COMMODORE ARTIST.

Try some of these other exciting Commodore games:

Avenger	The Count
Super Slot	Voodoo Castle
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Jupiter Lander	Super Smash
Draw Poker	Cosmic Cruncher
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Sky is Falling	Money Wars
Mole Attack	Personal Finance
Raid on Ft. Knox	Visible Solar System
Adventureland	Clowns
Pirate Cove	Bingo Math
Mission Impossible	Seawolf

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